The “**Document Object**” represents a webpage structure that is inserted in the DOM tree hierarchy and when compiled the content gets displayed on the webpage. By getting access to the document object, the users can access the HTML webpage content along with the elements by which the webpage is built. On the other hand, the “**Window Object**” is at the head position of the DOM hierarchy showing a window browser or frame.

**What is the Document Object Model?**

The Document Object Model is the one on which the whole webpage is standing, it contains HTML elements that are placed in the form of a hierarchy tree. When it is compiled transforms the element into the form of a webpage. To use the Document object, the following syntax will be used:

Where the “**propertyName**” is the name of the property available in the DOM whose data is going to be retrieved. Now, let’s visit the properties and various methods of Document Object.

**Properties of Document Object**

In the below table, the properties along with the description for the Document are placed:

|  |  |
| --- | --- |
| **Properties** | **Description** |
| activeElement | It retrieves the currently used or active HTML element in the document. |
| body | Retrieves the content residing inside the “**<body>**” tag. |
| anchors | Retrieve all <a> anchor elements |
| baseURI | Retrieves a string value that identifies the base URI |
| cookie | Retrieves the currently executing document’s cookie information. |
| charSet | Retrieves a string that represents the character encoding scheme. |
| defaultView | Retrieves the current window object. |
| designMode | It sets the currently selected document to editable or non-editable by providing it a value of “**on**” and “**off**” respectively. |
| domain | Retrieves the domain name for the current document server. |
| embeds | Display the collection of all embedded components. |
| fullScreenElement | It retrieves the current element information which is in the full-screen mode. |
| lastModified | Retrieves the current document date and time that was last updated. |
| readyState | Retrieves the document loading status. |
| scripts | Retrieve script elements that are utilized in the current document. |
| strictErrorChecking | It sets or retrieves the information about the enforcement of strict error checking. |

**Methods of Document Object**

There are several methods that can be utilized to get information or perform specific tasks. These methods are presented below in tabular form:

|  |  |
| --- | --- |
| **Methods** | **Description** |
| addEventListener() | It is utilized to call or invoke a function or method when the user performs some specified action like clicking a button. |
| adoptNode() | This method gets a node or object from another document and provides a node or parent object that represents the adopted node. |
| createAttribute() | It creates a specified attribute and returns the corresponding object. |
| execCommand() | It executes a command specified by the programmer on the editable section of the document. |
| fullscreenEnabled() | It checks if the current document can be shown in full-screen mode or not. |
| getElementByID() | Retrieves the reference of the HTML element by using its id. |
| getElementByClassName() | Retrieves the reference of the HTML element by using class attribute value. |
| getElementByTagName() | It retrieves an object of all HTML elements that contain a specified tag name. |
| normalize() | Removes the empty nodes and combines the adjacent text nodes along the parent or first node. |
| open() | Utilize to open the output stream to receive or create a collection for the output. |
| querySelector() | Returns the element that matches the specified CSS selector. |
| write() | This method inserts the content or JavaScript code into the document. |
| removeEventListener() | It removes the attached event handler from an element. |
| writeln() | It inserts document data at a new line after the compilation of each statement. |